the Crystal Key

unlock the secrets

Windows 98/95
Macintosh

DREAMCATCHER
INTERACTIVE

the Crystal Key™

Contents

System Requirements
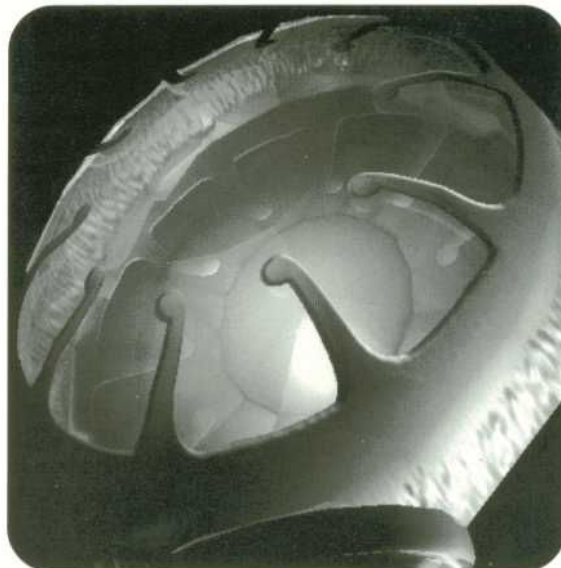
WINDOWS 98/95
- Pentium 133 MHz
- 32 MB RAM
- Minimum 70MB hard disk space
- 8X CD-ROM drive

MACINTOSH
- Mac 0S System 7.5 or higher
- PowerPC 120 MHz
- 32 MB RAM
- Minimum 70MB hard disk space
- 8X CD-ROM drive

Welcome to the Crystal Key™. We've spent five fun years putting this together for you, so we sincerely hope you enjoy it! And now sit back, dim the lights, turn up the volume and get ready to escape to distant worlds....

Prologue

Somewhere out there among the stars lives another race of people. We know this because just weeks ago our radio telescopes accidentally intercepted one of their interplanetary communications. When we were able to decode it, this is what we read:

"Danger: Ozgar has been defeated but not destroyed. Suralon is sinking. Return to Arkonia. Abandon all colonies at once."

Who were these 'Arkonians'? And who or what was Ozgar? We thought we'd never know.

We were wrong.

Just days later, a huge alien craft appeared in our skies, and began deploying powerful satellites in an equatorial orbit around our planet. The tides began to change, and the next two days saw devastating weather shifts and tectonic upheaval, as if the gravitational forces at work on our planet were being distorted and intensified. Panic gripped our people.

Could this be the 'Ozgar' mentioned in the Arkonians' space signal?

If so, then there is only one way to save our civilization. Up here in

our polar research station, where the world's first hypership is being built, the effect of the orbital satellites has been minimal. We have pinpointed the origin of the Arkonians' signal, and it has fallen upon you, the test pilot, to voyage out into the unknown to find what lies at the other end of that signal. if the Arkonians managed to defeat Ozgar once, then to the Arkonians you must go.

You are our planet's last hope.

Characters

Arla Hologram - the Arkonian Gatekeeper's daughter, and a custodian of the Key.

The Scientist Hologram - an Arkonian geological researcher forced into hiding by Ozgar's men.

The Governor Hologram - Leader of all Arkonian colonies, who presides over the Counsel on Suralon.

Ozgar - the malicious telepathic warlord and enemy of the Arkonians.

Installation Instructions

Windows 98/95
1. Insert the Crystal Key CD number 1 into your CD drive, and a new window will appear.
2. In that window, double-click on the Setup file to start the automated Crystal Key installer.

Macintosh
1. Insert the Crystal Key CD number 1 into your CD drive, and a new folder will open.
2. Double-click on the Install Crystal Key icon.

For Both Windows & Macintosh
3. Follow the on-screen instructions to install the game. The installer will check your system to make sure you have everything you need. You require Apple's QuickTime version 4.03 or higher, and if you don't have it then the Crystal Key installer will automatically switch over to the QuickTime Installer (if not, skip to number 5).
4. If presented with the QuickTime Installer, follow the on-screen

instructions it gives you.
5. Once QuickTime is installed, you will be returned to the Crystal Key installer.
6. Continue following the on-screen directions until the installation has finished.

Starting a New Game

Windows 98/95
1. Click on the Start button, select Programs from the pop-up menu, then the Crystal Key Program Group. Click on the 'Crystal Key' shortcut icon.

Macintosh
1. Open the Crystal Key folder on your hard drive, and double-click on the Crystal Key icon.

For Both Windows & Macintosh
2. Please be patient while the game loads.
3. After the animated logos appear you will be taken to a choice screen. From here, you can choose:

> *- Introduction (plays the introduction to our story)*
> *- Play New Game (plays the introduction first if you haven't already viewed it)*
> *- Save a Game (allows you to save up to 10 games at a time)*
> *- Restore a Game (choose from any saved game)*
> *- Quit*

4. Select 'Play a New Game'
5. Once the intro finishes and the first world loads, you will find yourself at the beginning of a new game.

Navigation

NOTE: There is no double-clicking needed anywhere in this game. We wanted to make it as easy as possible for you so a single mouse click is all you'll ever need.
'Panoramas'
The Crystal Key uses Apple's QuickTime VR to let you see all your surroundings. When the game starts, you will be in a 'panorama'. You can always tell you're in a panorama when your cursor looks like a small circle with a dot in the middle.

To look around in a panorama, position your cursor in the middle of the screen, then hold the mouse button down as you drag your cursor to the left or right. Immediately you will start to turn around in your environment.

Notice that once you've held the mouse button down and moved the mouse just a little, you don't have to keeping moving the mouse. Just keep the button pressed with the mouse stationary and you will continue to spin until you let go of the mouse button.

Also notice that once you've pressed the mouse button, the farther you move the mouse the faster you spin!

It takes a little practice at first - you may find yourself veering up toward the ceiling or down to the floor, but soon it will become second nature.

Hotspots in a panorama
When your cursor is over something you can interact with (such as a box you can open or a door you can move towards) and you are in a panorama, it will change to a 'hotspot' cursor, which looks like a little hand over a circle or (may sometimes look like a 3-dimensional arrow).

When you have found such a hotspot, click on it - something interesting may happen! If nothing happens, then either you haven't completed a prerequisite task or you aren't holding the correct inventory item (see the section on inventory below for more information).

NOTE: Make sure that when you click on a hotspot you don't inadvertently move the mouse at the same time - even just a little. When you click on a hotspot don't move the mouse at all, or the click won't register.

Travel Movies
When there is any significant distance between panoramas, a movie will take you to your destination. If you don't want to watch the movie, you can click the mouse on the movie at any time to jump directly to the next panorama.
We STRONGLY recommend you watch each movie in its entirety at least once - you might miss something crucial (and besides, they look nice!). However, if you've already been through an environment and have to go through it again, then this option is handy.

Inventory

The Spacepack
Luckily, you're equipped with a standard-issue spacepack, into which you can stuff things you find along the way (you'll be amazed at how much you can actually fit into it).

Your pack appears in the Lower left-hand corner of the screen. It lights up when your mouse rolls over it. When you click on the pack, it falls over and any contents spill out along the bottom of your screen. Initially, your pack is empty.

To zip the pack back up, just click on it again (note that it won't close if one of your inventory items is active - see below).

Gathering items
During the game, you will come across some items that pick up. You can pick these items up just by clicking on them. You are allowed to them. They will fly towards you and past you, and will end up in your pack. The next time you open your pack the inventory item will appear along the bottom of your screen.

Using an Item once it's in your Pack
If you think you can use one of your inventory items with something in your current environment, just click on the inventory item and it will begin to pulse slowly. Once the item is pulsing, it means you are holding it (note that you don't drag the inventory item onto the screen, you just click on it).

To use the item once it is pulsing, just click where you think it can be used. For example, say you are standing at a table and you have a cup in your inventory. To put the cup on the table first click on the cup so it pulses, then click on the table. If you're correct and the cup is supposed to go on the table, you will see a movie of it coming out of your inventory and landing on the table.

If not, nothing will happen and the cup will continue to pulse.

To stop an inventory item from pulsing, just click on it again, or click on another one of your inventory items. Note that you can't close your pack up if one of your inventory items is pulsing.

Also, you can still navigate around your environment while holding an inventory item (ie. the item is pulsing). This slows the game's performance, so it's best to walk around without any of your inventory items pulsing.

Interactive Areas
All throughout the game there are things you can interact with, such as doors you can open, switches you can move, buttons you

can press. If your cursor is a hotspot cursor, a pointing finger, or a magnifying glass, you can simply click the mouse to interact with whatever your cursor is on top of.

If the cursor is an open hand, it usually means you can grab onto something and drag it with your mouse to make it move.

Whenever you are in one of these interactive areas you can always back away. If you move your mouse cursor to the bottom of the main window, it will turn into a back arrow. Just click and you will be taken back to the previous panorama or interactive area.

Saving and Quitting a Game

At any time while playing the game, you can hit the 'Q' key or the 'X' key (they both do the same thing to escape out to the main menu. Here you can save your game in progress, or quit without saving.
You are only allowed to keep ten games saved at a time. To save your current game, simply click on the 'Save Game' option from the menu.
A window will pop up displaying ten boxes. Inside the boxes are the descriptions of any games you've saved previously.
To save a game and keep all your existing saved games, click on an empty box. You will be asked to enter a descriptive name for the new game. Type in a description, hit the Enter button and the game will be saved in the box you selected.
To replace an existing saved game with your current game, click

on the box that contains the description of the game you want to replace. You will be asked to enter a descriptive name for the new game. Type in a description, hit the Enter button and the game will be saved in the box you selected, replacing the existing game that was in that box.
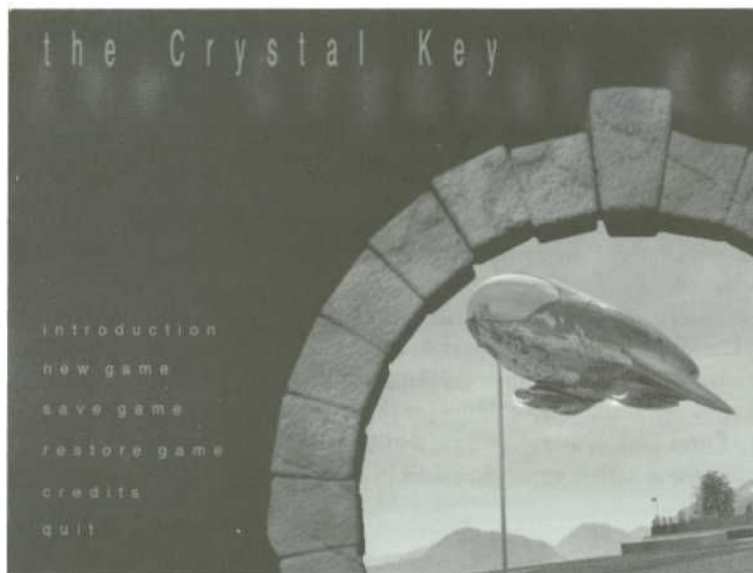*To quit the game, click on 'Quit'.*

Resuming a Game

To resume a saved game, click on the 'Restore Game' option. A window will pop up displaying all your existing saved games. Click on the box that contains the description of the game you want to resume. The game will resume.

Credits

Artists
John Matheson	*Jay Olauson*
Stuart McGinness	*Carolyn Olauson*
Shelley Green	*Chris Lam*
Dan Peiham	*Bob Mehndelson*
Chris Nordling	*Matthiew Rampias*

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Jennifer and John Matheson

Programming
John Matheson

Special Thanks To

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Donald Matheson	*Susan Guest*
Mary and Mark	*MuLvina Steve Sauvé*
Richard Wah Kan	*Dave Quinlan*
Andrew White	*Jack Fuller*
Apple Canada	

Thanks as well to

Tribeworks and friends, especially:
Joel Cannon
Stefan Fürst
Jim Nixon
Marc Van 0lmen
Greg Reitter

Immerse yourself in extraordinary worlds

Stunning 3D Graphics and Animation

Engaging and Challenging Puzzles

World Wide Interactive Discs Inc.

Your Quest for the Crystal Key

will take you on an incredible adventure. Armed with only your wits, your journey will take you through fascinating lands of desert, jungle and water as you explore breathtaking worlds; each more beautiful and magical than the last. Rise to the challenge and let your wisdom, instinct and ingenuity lead the way. Carefully examine and solve each puzzle along your path. Secrets lie waiting to be unlocked and discovered by those who possess the Crystal Key.

DREAMCATCHER INTERACTIVE

www.dreamcatchergames.com